
Subject: SOS-ProDOS compatability
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Originally posted by: F1.EGS%ISUMVS.BITNET ("E. G. Schnoebelen")

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Re: Apple /// SOS and Apple // ProDOS

Software written on one of the operating systems will not run on the other without a change in the format of the operating system calls and a recompilation on the other OS.

ProDOS uses a 4 byte sequence in this format :
JSR MLI ; goto the OS entry point.
; byte specifying what is to be done.

SOS on the other hand uses a two byte sequence as follows:
BRK ;Jump to the OS through the interrupt routine.
; byte specifying the OS operation.

The OS opcodes are the same between SOS and ProDOS, so the only changes needed to switch OS's is to change the JSR MLI to a BRK or visa-versa.

The above can be found in the ProDOS Technical Reference Manual (I don't remember what pages, It's not here) and in the SOS Technical Reference Manual (I was remembering from SOS 1.3).

Eric Schnoebelen
F1.EGS%ISUMVS.BITNET@WISCVM.ARPA
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